The City of Keene is now accepting applications to fill one immediate Firefighter/Paramedic position and one potential new position after October 1st, 2014. Applicants must be at least 19 years of age, have a high school diploma or GED and be certified or certifiable as a structural Firefighter through the Texas Commission on Fire Protection and a minimum of EMT-Paramedic through the Texas Department of State Health Services. Individuals may apply that have completed paramedic school and are awaiting the National Registry test and are currently enrolled in Fire Academy. Applicants will have one year from the date of hire to become certified as a Paramedic or Basic Firefighter through the State of Texas. Applicants must be able to communicate effectively both verbally and in writing. Requires working a rotating shift of 24/48, overtime, holidays and weekends. May be exposed to stressful situations and personal health risks. Primary responsibilities include Firefighting and EMS duties. Applications will be accepted until 5:00 pm October 31st 2014. The written and physical agility test will be on November 13th starting at 08:00 am. Applicants must be willing to participate in and successfully pass a polygraph, psychological evaluation, drug test, stress test and doctors physical assessment. Application forms will be available on the City of Keene website at www.keenetx.us/contact-info/employment or in person at Keene City Hall, 100 N. Mockingbird Keene TX 76059. Resumes will not be accepted with applications. Completed applications need to be submitted to the above address, marked "Attention to HR".

Explanation of Pay and Benefits

Base Annual Salary:

• Firefighter: \$42,400 annually plus \$3,000 Certificate Pay for Paramedic after 120 day probation.

Yearly Benefits:

- Medical insurance paid 100% for employee and 70% for family.
- TMRS Retirement 7%, 2:1 match by City
- Life insurance provided
- 120 hours of Vacation
- 96 hours PTO
- 9 paid Holidays.
- Longevity Pay
- Short Term Disability
- Workers Comp